

Precautions

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Health Warning

For your health, rest about 15 initrates for each hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a brightly lighted room, and stay as far from the television screen as possible. Some people expensers epideptic selsures when viewing tashing lights or patients in our daily environment. These persons may expensers selsures white watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games it you have an epileptic condition or immediately should you expenience any of the following symptoms during play, disziness, altered vision, muscle twitching, other involuntary increments, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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Controller Screen

Sound Screen

FEAR EFFECTIM

Copy of Transcript from Jin to Hana.

Transcript of flashMail – Auto-Print

A voice from your past. Hana. It's Jin. I have important information... valuable information about the daughter of my employer. Your talents would be richly rewarded, and I am only interested in a small, but fair percentage of that reward.

Meet me at the top of the Lam Building in Hong Kong three nights from now. 23:00 hours. Come by air. I will wait at the Rotoship Pad. I know you will bring lots of guns, and

Copy of flashMail reply from Glas to Hana.
 Ncrypt / Dcrypt — Using Spike Protocol — Random Packets

probably your associates, but, Hana, be discreet.

to hvachel from: rglas Message follows:

Hana:

Interested in your opportunity in HK. You mentioned a large upside and the need to move quickly. Deke is available. I've explained to him the basics. Per your instructions, expecting a track and hold of target. Understand that dangerous parties involved. Will pack for the worst. Reach me on my secure line and give me the details. You have the number.

GLAS

Message Ends

Opy of note from Wee Ming to Madam Chen.

Dear Madam Chen

I do not know you, but I am sure you know me. I have learned much in the past few weeks, and yet everything I discover brings more confusion.

My father has kept a horrible secret from me. Of this I am certain. I have seen his books, and he has paid you handsomely every month for quite a while. In fact, since the month I was born. I have never met my mother. My father says that she is dead. I am no longer sure I believe him. Father has isolated me from everything my entire life. But I will not be separated from the truth. The questions I must ask cannot be answered by correspondence. I must look into your eyes.

Wee Ming Lam

When the daughter of a powerful Chinese businessman disappears into the hedonistic and dangerous Shan Xi Protectorate under mysterious circumstances, your team of mercenaries, Hana, Glas and Deke, infiltrate the city and attempt to reach her first, hoping to leverage her safety for a sizable pile of cash.

You will have to search, destroy and fire-fight your way through the chaos of an alternate reality China and its inhabitants. Along the way, you will be constantly challenged by the henchmen of the girl's father who have no intention of letting you get to her first.

Unfortunately, what begins as a mercenary snatch and grab to retrieve a young runaway, instead becomes a mission more perilous and important than any you could have imagined.

Taking control of your mercenaries, you must discover the truth behind the seemingly innocent girl. Wee Ming, who is hiding a secret so terrible that many will die before it is revealed.

If you are to succeed you'll need to find Wee Ming and stay alive long enough to collect your reward. That's the plan. Whether things work out that way is another matter entirely.

One thing is certain: You're gonna need plenty of skill, plenty of luck and plenty of ammunition.

YOUR PLAYSTATION®

SETTING UP

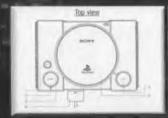
- 1) Set-up your PlayStation® game console in accordance with it's instruction manual.
- 2) Make sure the POWER button is DFF before inserting or removing a DISC.
- 3) Insert FEAR EFFECTIM DISC 1 and close the disc cover.
- 4) Insert your Controller in Controller port 1 and turn ON the console.

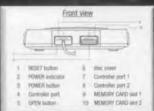
It is advised that you do not insert or remove peripherals or MEMORY CARD(s) once the power is turned on.

WARNING; Make sure there are enough free blocks on your MEMORY CARD before commencing play.

DISC CHANGES

As the player progresses through the game, a prompt will occasionally appear asking for the DISC to be changed. When changing DISC, follow the instructions displayed on the screen without turning the power DFF:



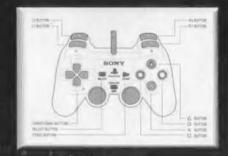






CONTROLS

The Default Controller Configuration for FEAR EFFECT™ is designed to be intuitive to use, while still providing you maximum control flexibility for all of the available actions that Hana can perform. (Note: Glas and Deke use the same control structure as Hana. We will use Hana for our examples. However, this information is valid for your other characters.) In addition to the Default Control, there are three other Controller configurations available in the Options Screen. NOTE: The left stick of your Analog Controller (DUALSHOCK) is only supported in ANALOG mode (LED: RED)



ACTION

Walk

Run

Crauch

DEFAULT CONTROL

up directional button or forward left stick Analog Controller

IDUALSHOCK

R1 + up directional buttons or forward left stick Analog

Controller (DUALSHOCK)

R2

Crouch Walk

Action (Use/Look/Equip/Climb/Teke)

Fire / Attack / Fast Draw

Cycle Inventory Forward

Cycle Inventory Backwards

180-Degree Baick Turn

Evado

Climb Up (when in Climb Mode)

Climb Down (when in Climb Mode) Puzzle Manipulation

Pause / Resume Game

Skip Narrative -

R2 + up directional button or forward left stick Analog Controller (DUALSHOCK)

A hutton

S hutton

D button

button F1 button

L2 button + C -> 🛧 🖖 directional button

A directional button

directional button

directional buttons, & button and & button

START button

WALK - up directional button or forward left stick Analog Controller (DUALSHOCK)

When the up directional button is pressed, it will cause Hana to move forward in the current direction. Left and right directional buttons will rotate Hana in that direction as you move. The down directional button will cause Hana to step Backwards. All movement in FEAR EFFECTIM is based on the direction that the Character is facing and remains consistent, regardless of Camera Angles and/or Camera Moves. This means that the up directional button will always move the Character forward relative to the Character's position.

CROUCH /CROUCH WALK - R2 / R2 + up directional button

When you press and hold down the R2 button, Hana will Crouch. This can be very useful during combat. Hold down the R2 button in combination with the up directional button or left suck forward to make Hana Crouch Walk. When you are Crouch Walking, it is harder for enemies to Detect you. If you need to sneak up on an enemy, or avoid detection, it is best to Crouch Walk.

RUN - R1 + up directional button or left stick forward

Hold down the R1 button while using the up directional button to make Hana run.

ACTION - @ button

When the \triangle button is pressed, Hana will perform a variety of Actions. Pick up Inventory Items, Weepons and Ammunition by moving over the Items and pressing the \triangle button when you see them appear in on Action Indicator. You will also press the Action Button to have Hana open doors, look at objects, equip weapons, climb ladders and use Inventory Items. If you press the Action Button, but Hana rejects your choice with a Negative Audio Cue, then you will need to complete more objectives, or perhaps use an Inventory Item.

For instance, to open a Door with a Key from your Inventory, move near the Door until the Action Indicator appears on-screen. Select the Key from your Inventory by pressing the O button until the Door Key is in the Inventory Display. When the Key is active, press the Action Button, the O button, and Hana will use the Key on the Door.

FIRE / ATTACK / FAST DRAW - So button

In FEAR EFFECT™, pressing the ⊗ button will Fire the Active Weapon(s). Depending on the Weapon, pushing the ⊗ button may cause Hana to Fire a Single Shot from a Pistol, a Burst from a Machine Gun, or slash with her Knife (Glas has a Smak Jack, Deke has the raw power of his Hands and Bress Knuckles). The Fire button may be used in combination with any other move function, meaning that Hana can fire her weapons while Standing, Walking, Running, Crouching and Crouch Walking. If Hana has two Weapons drawn, then she will fire both when the ⊗ button is pressed. Hana cannot fire weapons while Climbing. If a weapon has been holstered, Hana can quickly draw her weapon(s) by pressing the ⊗ button.

CYCLE INVENTORY FORWARD - (button)

Pressing the Debutton will Activate the Inventory, which will appear at the Bottom of the Gameplay Screen. Your currently active Weapon(s) will appear first. This allows you to fast reload your current Weapons by accessing the Inventory with the Debutton, then hitting the button to equip. If Hana doesn't have an active weapon, then you will first see her Hand Weapon. To make Hana change Weapons, toggle the Inventory by pressing the button. Then cycle through the available weapons by pressing the button repeatedly. Should you go past the Weapon(s) you want, you can move Backwards through your Inventory by pressing the button. When you find the weapon(s) you want to use, press the Action Button button to equip. You can also cause Hana to Holster her weapons by choosing the Holster Icon and then using the Action Button button. You will find that it is sometimes in Hana's best interest not to walk around with her gums drewn.



All of the Weapons in your Inventory are listed first, so Cycling Forward through your inventory gets you right to your Weapons when you need them, such as in the middle of a gunfight. Your Holster is the last Weapon related item listed in your inventory, so if you are Cycling Forward and see your holster, press the O button to stay in the Weapons section of the Inventory.

IMPORTANT: WEAPONS in your inventory that are out of ammunition will NOT APPEAR. However once you've found more ammunition for that weapon, it will once again appear in your inventory. This means Hana will not cycle through 'dead' weapons. Remember, accessing the inventory doesn't stop the game. Since only active weapons appear in your inventory, you'll have less cycling to do in the heat of combat if you need to change Weapons. Weapons equipped from your Inventory automatically reload as they are drawn as long as ammunition is available.

The Inventory will turn off automatically when you equip a weapon or use an Object. It will also turn off after a moment should you choose not to take any action.

CYCLE INVENTORY BACKWARDS - @ button

You can also activate the Inventory by pressing the ⊙ button. This will start the Inventory at the Objects end of the Inventory List. Pressing the ⊙ button repeatedly will move backwards through the Inventory. When you find the Object in your Inventory you want, press the Action Button △ button to use the Item. If you miss the item, press the ⊙ button to cycle forward through your Inventory

Remember, Weapons are at the front of Inventory, Objects are at the back. If you accidentally cycle the wrong way when you first access your Inventory, (starting at the Objects end of the Inventory while trying to get your guns, for instance) simply cycle forward through the Inventory List by pressing the button. Your weapons will appear after one or two items.

180 DEGREE QUICK TURN - L1 button

In certain situations, you made find it necessary to quickly change Hana's direction. Use L1 button to make Hana turn 180 degrees from her current direction.

This move is especially useful in combet.

FVADE - L2 button + ↑ ♥ ← → directional buttons

Evading during combat greatly reduces the accuracy of your enemies' attacks.



CLIMBING - A 4 directional buttons or left stick

When Hana is near a ladder or other climbable object, press the Action Button \triangle button and Hana will use it. You can then move her up and down the Ladder with the \uppha and \uppha directions buttons. Remember: Hana cannot fire her weapons when she is on Ladders. However, if Hana had an Active Weapon, then when she exits off the Ladder, she will draw that Weapon automatically.

PUZZLE MANIPULATION - directional buttons, &, and buttons

When Hana uses a Puzzle, the screen will ZOOM IN to a CLOSE UP of the Puzzle. You can move Puzzle Objects around with the directional buttons. Some puzzles may require you to scroll through multiple choices using the \bigotimes button and the \bigcirc button. Press the \bigotimes button and/or the \bigcirc button to choose the Item(s) you have manipulated. Press the Action Button \bigtriangleup button to exit the Puzzle.

SKIP NARRATIVE - PAUSE / RESUME - START button

Pressing the START button, while the game is playing a Narrative will cause the game to skip the Narrative and move to the next Gameplay Screen. It is advisable to do this only after you have seen the Narrative at least once, because valuable hints and clues on how to proceed are revealed through FEAR EFFECT'M'S unfolding story.

While in Gameplay, pressing the START button will cause the game to Pause. You can resume by Pressing the START button again, or choose to Quit the Current Game and return to the Main Screen.

DISPLAYS

As you move through the worlds of FEAR EFFECTTM, you will notice that the game is highly cinematic, utilising seamless transitions between story and gameplay. Because of this cinematic quality, FEAR EFFECTTM is Letterboxed throughout the game. This means that the game screen will always have a black bar at the top and bottom of the screen. However, these areas of the screen are also where you will find the various interactive displays that will help you during gameplay. The Displays are:



FEAR METER

The Fear Meter keeps track of the overall Fear of Hana. It appears anytime there is a change in Hana's level of Fear. You will see and hear Hana's heartbeat increase and hear Hana's breathing as she becomes more fearful. When Hana is next to an Enemy, or finds herself in a highly stressful situation, the Fear Meter will activate.





The Fear Meter moves from Calm Green at no FEAR EFFECT™ to Intense Red at Maximum Fear. When Hana is at Maximum Fear, she can be killed with a single quishot.

There are no health power-ups available in FEAR EFFECT™. To increase Hana's chance of success, you will have to perform well in stressful situations. Sneak killing enemies, doing well in gunfights, solving puzzles and discovering important items will keep Hana's confidence high, which means that her Fear Meter will remain relatively stable.

Conversely, taking damage, running out of ammunition and being detected by enemies will add to Hana's Fear. When you reach certain gameplay milestones, you will notice that Hana will have a Rush Moment. This is when Hana's confidence returns and her Fear Meter will reset to calm.

If you are to succeed in FEAR EFFECTTM, you must control Hana's fear. Every action you choose will have some effect on Hana's Fear, so plan your strategy with this in mind.

TARGETING ICON

Whenever an enemy enters Hana's Cone of Fire, Hana will begin tracking that enemy with her currently active weapon(s) and your Targeting Icon will become active. When the Targeting Icon illuminates, you can not the target.

If you move to within a certain distance of the enemy you are tracking, you will see the Targeting Icon turn Solid Red. When this happens, you can execute a One-Shot-Kill with your chosen weapon. To be able to perform a One-Shot-Kill, you will have to get fairly close to the enemy without being detected.

INVENTORY

FEAR EFFECT™ utilises an innovative inventory system that allows you to access your weapons and items without leaving the action of the game. You can access all the functionality of Hana's Inventory at anytime, during any actions that she can perform other than climbing. This means that you can swap out weapons on the run, without having to stop the game. Remember that only Weapons with available ammunition will be listed in the Inventory, Inventory appears at the lower left corner of the screen.

ACTION INDICATOR

As you explore the worlds of FEAR EFFECTTM, you will come in contact with many usable items. Whenever you are near an object that you can interactive with, or have chosen one from your inventory, the Action Indicator will become active. The Action Indicator will display one of five possible prompts:



Press the Action Button \triangle button while the Action Indicator is one screen to perform the displayed action with the active item. Action Indicator appears at the lower right corner of the screen





LOW AMMO WARNING

Hana will continue to reload her Weapons as long as ammunition is available. Whenever Hana has only One Clip of Ammo left for the current Weapon, the Low Ammo Warning Display will activate. The Warning Display is an Ammo Cartridge surrounded by a Red Bracket that will appear in the upper right of the Gamepiay Screen.

You will need to gather Ammo or switch to another Weapon with available Ammo should you see this display. If you are completely out of Ammo, use Hana's Hand Weapon.

Remember if you fire a weapon dry, it is removed from your inventory display until more ammunition for it is found. If you want to see all of your weapons, be sure and leave at least one round of Ammo left in the weapon.

Running out of Ammunition will increase Hana's level of Fear.

EXPLORATION

Be aware of your surroundings as you explore. There are important gameplay clues and items that must be collected. And enemies can be lurking around any corner.

Pay special attention when entering certain scenes, as they may require split second timing to successfully navigate.

COMBAT

In addition to exploration, you must fight your way through the worlds of FEAR EFFECT™. Whenever you have a weapon active and are within range of an enemy, Hana will begin tracking the target. If your hand weapon is equipped and you reach the enemy before he is aware of your presence, watch for the Targeting Icon to turn Red, then attack. You will achieve a Silent Kill. This keeps other enemies within earshot from becoming aware that you've attacked. You can also perform a One-Shot-Kill when the Targeting Icon is Red with any other Weapon, but additional Enemies in the area will be alerted to your presence.

If you chose to go guns blazing, it is advisable to keep moving. Your weapons will automatically track as long as your facing is relatively towards your enemy. Practice and experience will show you how far each weapon will track.

In FEAR EFFECT™, Hana will have the opportunity to use more than one gun at the same time. If you have two guns drawn, it is also possible to track multiple enemies, with each weapon tracking a different target. Face toward the mid-point between two enemy targets to track each enemy. If you chose to concentrate all of your fire on one enemy, simply turn Hana to face that enemy and the tracking will recquire the single enemy. Hana will now train both weapons on the single target. Your weapons will automatically reload as long as you have ammunition available. If you run out of ammunition for your active weapon, you will need to access your Weapons Inventory and change to another. You may find it useful to Force Reload your weapons, especially when entering areas where you suspect a large enemy presence. You can Force Reload your Active Weapon(s) by pressing the to button, then the button.



White attended her, they specify tracks strong state or announced. We come and intensing direction. The coolings streets, receive from phones and others preside that Action Briston 🗩 building time will also repolet there Administration from Engineer that have been the victim of a Silent Kill.

THE GAME MENUS

The menu quotern of FEAR EFFECTTM in plesignain to more you quickly and shoply to the actions. tenctions of the same. From this Monde, you can exert a time Core. Land provincely Bresil Games and Configure the various Game Options.

MAIN SCREEN

Friedlich Min bereit, aus ein Statt e nam Engel, bei a previously Saved Game of FEAR EFFECTON from a MEMORY CARD or go to the Options Screen. Use the directional buttons to highlight the selection you want, then Press the 🥙 button.



LOAD GAME SCREEN

At the Load Game Screen, you will use Thursbrief Wagges of your Second Design and Second Second took you to reach that point in Gameniay Choose the game you wish to Load with the directional buttons, then Press the S putton to Confirm your choice. You can return to the Main Screen by pressing the 🖎 button.

All the way in the progressed to trace the bollect Discour allerings your pool. This for from chosen six lived a famile Game.



INTIONS SCREEN

The Options Screen allows you to set the Difficulty Level for FEAR EFFECT^M There are two choices. Normal and Hard:

MARMAL This is the Default Setting for the game.

More difficult, but ultimately more rewarding.



Line she droptimal tillkom til oktobe pair Dilicitiy (1946). Timbre bler theist milk 🤐

The Babbiles Option allows you to see that of the Clabula of the first hard Street in a time Narretives. The Dataur Option is OFF

You can allor utobal our alignment propositor Confederation, as with an General Options from the Screen. If you asked althought the all Opinion, for said go to their corresponding but steme.

Finally, you can come to the cheffin of the Come from the Option of the Come is the Main Screen, press the 🖎 outton.

CONTROLLER SCREEN

From the Controller Screen, you can choose from one of the three optional control configurations in addition to the default Controller Settings. Use the directional buttons to Highlight the chaice you want, then confirm your selection with the 🛞 button.



You can also choose the Vibration Option for your Analog Controller (DUALSHOCK) from this Screen. The Default is ON You can recorn to the Options Screen by pressing the 🙆 button.

SOUND SCREEN

Now on chains at him FEAT ERFER III pay to Many or Starte Grant from the Salar Section The Delayt Setting in Sharet The All ratios diffrag the Martin Velocity Section Seems from the Screen

SAVING GAMES

Recommending and bagin to ring. Where this beginner is a hard in broad to be a second

To Signs your Corner, peaked and call Propositions your promiting, their Printe the Advice Matters 🐠 duktein hebit. It is ringing. Mus will be prompted to never your gains. From the 🕙 building the Confidence of the Duckson to general, in the Investory Window, you will be able to send through all of the invelope plots on your MEMORY SARD with the spread down directors higher Choose a blank and Evelority a (D) buston to Confirm The Garrier will be severed in the Ministration MEMORY CARD

with choose in block that offeely has died, you will be promised as more for the block. Under easin, Proce the 🕙 button it Caleforn or the 🛈 button by passed 🖟 to addition to this thick now absorbuniting when their in greater that he year throated in Raffic with

THE CHARACTERS

IN FEAR EFFECT[®]. you will play all of the three details town a supplier as a time state of DUI. that make up the digreenery black. All Character Unitating of the light in interestic, with respons at lay milithials in this story. When you writely Charely in a your investment in update: to reflect the current charactive being prescolled. However, the Fairs Sector is objected as all three francters and will remain constant

Bach of your karelin will discoult applica alternative and the provincial such analysis Uniterates. Up use to remember what each of year idillifesthre it librail, incourse what is haspening with their vary affect from vital englished by the familier

The following are brief descriptions of the Characters:

MANIA TSU-VACHEL

Hong Kong Province ROC

Barri Raised and trained in the Province Military Theatre. Hana is

an expert Covert Operative Who specialises in inhibration.

A large case making a few drives. When it pure fronth and part Classes the spoint





upbringing conditioned Hana to be distant to those that she does not know and to be careful of whom she will trust. She is a woman with many secrets, some of which she will kill to protect.

Hana, Glas and Deke have worked together before, when Hana was doing freelance work for the French Government. Beautiful and deadly, Hana lives life with passion and takes life without reservation.

ROYCE GLAS

ge: 34

Born: Pacifica, California, USA

Profile: Glas is ex-military. He is a highly decorated vet of a number

of conflicts that are officially denied by the <u>US government</u>.

Currently a gun for hire, Glas operates on the edge of the law and will kill in defence of himself or of his mission. Although he is driven by his own sense of honour, he also takes on dangerous assignments because he needs the money.

Respected by his peers, Glas is fearless, stoic and cunning. He is not your classic burnout, but he's close. He can easily adapt to situational changes. Those who have underestimated him usually find themselves resting peacefully under the topsoil

JAKOB "DEKE" DECOURT

Age:

Born: Christchurch, New Australia

Profile: Deke walks the fine line between aggressive and psychotic.

A large, brooding man, Deke shoots off his mouth as quickly as he shoots his pistols. Deke enjoys his work immensely, through he remains haunted by the demons of the numerous men he has killed.

A long-time friend of Glas, Deke is a weapons expert. Working with Deke is like making a deal with the devil: he's extremely effective, but he leaves a wide wake of carnage and bloodshed. Unlike Glas, Deke is not professionally trained. Instead, he honed his talents during the many range wars that until recently plagued New Australia.

WEE MING LAM

Age: Unknown (17 Estimated)

Born:

Unknown

Profile: Wee Ming is the enigmatic daughter of Mr. Lam.

Having led a sheltered, privileged existence, little is known of Wee Ming. She is rumoured to be beautiful, and to possess an inner strength that belies her youth.

Wee Ming's incursion into the Shan Xi Protectorate is the catalyst for our team's adventure. She holds the key to the excitement, mystery and terror that follow.





WEAPONS

Each of your Hero Characters in FEAR EFFECTTM will have access to a variety of weaponry. Weapons are divided into Four Main Groups. Each weapon has its own strength, such as rate of fire on Machine Guns, or Scatter Effect on Shotguns. Some weapons will work better than others will in certain situations. Ammunition that you find in the world will only work for weapons within a group, so if possible, try to keep at least some ammunition available for each of your weapons.

HAND WEAPONS

Hana will always have a KNIFE available to her. Glas has a SMAK-JACK, and Deke has BRASS KNUCKLES, which he can use to execute a devastating punch on any enemy. If you are to successfully Sneak Kill an Enemy, you will need to use your Hand Weapon.

PISTOLS

Hana can use a variety of Pistols during the course of FEAR EFFECT™. She can also go double guns with any pistol type. Deke carries custom-made 50 calibre hand cannons that do massive amounts of damage to anything they hit.

MEDIUM WEAPONS

Medium Weapons include Sub-Machine Pistols and compact Machine Guns.

HEAVY WEAPONS

Shotguns, Heavy Machine Guns and Assault Rifles are all Heavy Weapons. Unlike Pistols and Medium Weapons, only one Heavy Weapon may be fired at a time.

SOLVING PROBLEMS

As you play FEAR EFFECTTM, you will be presented with a myriad of challenges. Some may require that you are fast on the trigger, others may test how closely you've paid attention to the world around you for hints and clues.

Remember that the narratives will provide you with clues as well, so follow along with the story as it progresses.

All of the puzzles and challenges in FEAR EFFECTTM are logical, so if you are having trouble, stop and think through the problem you are facing. If Hana moves next to an object, and the Action Indicator activates, yet Hana refuses to use the item, then perhaps you must find something in the world to use on it. And remember that what Hana does may effect what happens to Deke and Glas and vice-versa, so think back to problems that you've already solved with another character. It is possible that the answer may be found in how the characters interactions relate to one another.

Every clue and object you need to solve all of the Puzzles in FEAR EFFECT™ can be found within the game.

Finally, your guns are extremely useful tools that you will utilise frequently throughout FEAR EFFECTIM. However, there are times when even your guns will not solve a problem. Sometimes, sneaking through an area by Crouch Walking or Holstering your weapons to not draw the attention of your enemies can be a wise choice.



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Music and Sound Effects MATT FURNISS JASON AGOLIA

Lead OA SCOTT GOTTLIEB Production ANTHONY LAGUNZAD DANA TAING HORACE TING

Story By STAN LIU And JOHN ZUUR PLATTEN

Additional Cinematics By EQUINOXE

Voice Talent ELYSE DINH MIGUEL MARCOTT ANTHONY DELONGIS Deke ROB MONRCE din / Yim Lau. JULIE SCHALLER Wee Ming. Madame Chen...KATHIE BARNES

Additional Voices GEOFF HOFF PARTRICIA AYAME THOMSON Special Thanks FRANCOIS BERTRAND SANDY BURUSCO ALBERT CO

KEVIN CUNNINGHAM DENISE HEINRICH KEVIN LEE ANDY KOO ADAM MAXWELL MIKE MICHALOPOLOUS BOBBY MILLY DLIY LE MINH ANN PICKARD MERRICK RUSTIA MIKE WINTERBAUER **Eidos Interactive UK**

Producer Neil Donnell

Assistants QA Managers Clint Nembhard Jean-Yves Duret

Lead OA

Allen Elliot

OA Phil Robotham James Hutchinson

External Development Manager David Rose

Marketing Lorna Evans Michael Newey

PR Manager Steve Starvis

Localisation Manager Hally Andrews Flavia T. Grant

Manual Design/Artwork A Creative Experience





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